Northwest Apple Pickers

USER GROUP CONNECTION

CompuNik

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by Chuck Newton, NWAP member

The subject of computer security is an important issue to all of us. No one wants to lose their equipment, files, or the multitude of related items we've all acquired. We hear a lot about locks to secure the hardware to our desk, cabinets to lock up our files and software, et cetera, et cetera. Think about it. OR, how 'bout if we do something to prevent the thief from gaining access to these things in the first place? Hence, the purpose of this article!

We all can remember (at least those of us with gray hair) when it wasn't all that necessary to lock up everything. Thievery was not a common thing. I don't believe I ever had a key to my parents' home, since the door was rarely locked. Not nowadays! Anything not secured can be expected to turn up missing. However, there are things we can do to discourage thieves from doing their dastardly thing to us. Let's look at a few of them.

Burglars:

a. Prefer to work in the dark. It affords coverage for their activities, reducing their chances of discovery or capture. Always leave outside lights on. The slight addition to your electric bill is worth it.

b. Don't like noise. Forced entry resulting from broken glass or kicked-in doors isn't as common as might be expected because of the noise it creates. Most burglaries result from unlocked doors or windows, keys hidden in a "safe" place, or prying open inadequate locks. A burglar will usually pass on a place securely locked in favor of the many that are not.

c. Don't like secure deadbolts or other effective auxiliary locks. Pass up the cheap lock. You only get what you pay for in security devices. Look for locks with a minimum one inch throw on the bolt, reinforced protective collar around the cylinder, heavy metal construction, and positive locking action. Once acquired, insure that the lock is properly installed. Use at least two-inch screws to secure the strike plate (where the bolt enters the door jam). Unless you are sure what you're doing and have the proper tools, leave the job to a professional.

d. Don't like open areas in which to work. Bushes near doors or windows provide effective cover for them to work. Keep such bushes well trimmed.

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General Meeting

Sunday, November 12th, 7:00 p.m. at the Lakewood library

Computer and Home Security

- **Toni Ames – U.S. West communications**
- **BSR X-10 – Computer programmable home security system**

Between meetings, meet your friends on these bulletin boards (24 hours):

- **NWAP / Unicorn 472-9331**
- **Bit Bucket 565-1424**
- **Total Access 472-9884**
- **Tacoma MAC 752-6737**
- **Seymore's Castle 839-9184**

For more information about NWAP activities or events, call (voices):

Bob	582-2726
Murray	584-6524

Special Interest Groups

Apple IIgs SIG

by Dave Goforth

Let me introduce myself to those of you I've not yet met. I'm David Goforth, the new SIG leader for the IIgs computer. I've been more or less elected to replace Scot Herring who is now devoting his attention to the C programming SIG. I'm sorry to have missed the last meeting on October 14th but was helping install a 40 Meg hard drive and didn't finish in time (I will not let this happen again if at all possible).

BACKGROUND: My first Apple was one that I built (II+ compatable) in 1982. In Jan 89, I upgraded to the gs (yes, I know, I missed a few in between) with 1.25 Meg RAM, two 3.5" drives, 60 Meg CMS hard drive, AE Datalink 2400 modem, 768K PC Transporter (IBM compatable - not to be confused with the Transwarp) with a 360K 5.25 transdrive, & of course the Imagewriter][printer. I've been running a 24 hour BBS on the system for

Continued on page 10

AppleWorks SIG

by Kent Hayden, Beagle Buddy for NWAP

The AppleWorks SIG met on Saturday, October 14th in the Redeemer Lutheran Church in Fircrest at 11:00 AM. Since the new TimeOut software updates were available, the main interest of most of those who attended was to get their Beagle Bros TimeOut software updated. I managed to do about 75 updates during the meeting.

While I was involved in making all the updates, the others managed to do a little exchanging of ideas and hints relating to AppleWorks 3.0. I didn't get to participate, but I guess that's the lot of the friendly Beagle Buddy (me). I think some new things were learned, and a good time was had by all, including me, even though I didn't get to

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Puyallup fair SIG

by Marvin McDonald Jr.

We had our first meeting since the Puyallup Fair at the Godfathers Pizza shop near the Tacoma Mall. Dick Fairchild, and Garnet Larson from the IBM users group TAPCUG, Bob Thomson of the CPM users group TOG, David Ockrassa of the Commodore users group UPCHUG, and myself were in attendance.

We discussed the last fair effort and went over the suggestions list that had been generated from the effort in 1988. It was generally concluded that the effort went even better this year and that the next years effort will go even better with additional effort put forth by the individual users groups who are involved. It was also decided that the IBM users group, TAPCUG would sponsor the effort again in 1990.

I want to personally thank Dick Fairchild for doing an excellent job in making the 1989 fair effort the success that is was. He spent many hours getting leaders ready and keeping them informed of the progress through out the preparation effort in 1989. There is also a BIG THANK YOU to ALL of the people who were able to take time out to go to the booth and put in some time you are very special and are greatly appreciated for your efforts.

At our last officers meeting I was very pleased to find that the NWAP officers realized the importance of the fair effort and what it means

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ComputerNik: **A person who has a deep interest in computers.**

The Northwest Apple Pickers

NWAP is an Apple user group which meets the second Sunday of every month at Lakewood Library, at 7:00 p.m. The library is located at 6300 Wildaire Rd. in Lakewood. Annual dues are $25 for an individual or family. Send inquiries to Northwest Apple Pickers, P.O. Box 98808, Tacoma, WA 98498-0808.

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User groups of the **Apple User Group Connection** may freely reprint any article from the **Northwest Apple Pickers'** newsletter without prior approval provided 1) proper credit is given, 2) two complete copies (for our records and for the author) of the publication are sent to the above address.

Articles printed in this newsletter are available in *PageMaker* (for the Macintosh) or *ASCII text* (for the Macintosh or Prodos for the Apple II) format. In order to obtain a copy of an article, please send a request along with a SASE and a blank disk to the above address.

Northwest Apple Pickers members may place personal classified ads at no cost when there is room available in the newsletter. Personal ads will be run at the discretion of the directors.

Throughout this issue, trademarked names are used. Rather than put a trademark symbol in every occurrance of a trademarked name, we state that we are using the names only in an editorial fashion, and to the benefit of the trademark owner, with no intention to infringe on the trademark.

Apple II – disk of the month

Get yours at the general meeting for only $3 ($5 non-members)

FAZ II : This is a really good utility program designed to help you change any file's attributes!

NIGHTCRAWLER : This is a look-a-like to the popular QUbert game.

IIGIF : This program allows you to view GIF and DHR type graphics. Will not print them. Color monitor not necessary but does improve some of the graphics.

I have included a couple of graphics for to practice on as well.

On side two is the first of three installments of SOLAR. This is a bootable disk from the General Motors Corporation that has the famous SUNRAYCER project on it. To summarize this set of disks each is a stand-alone of the solar car project that many companies participated in this race in Austrailia. General Motors won this race with their entry called SUNRAYCER.

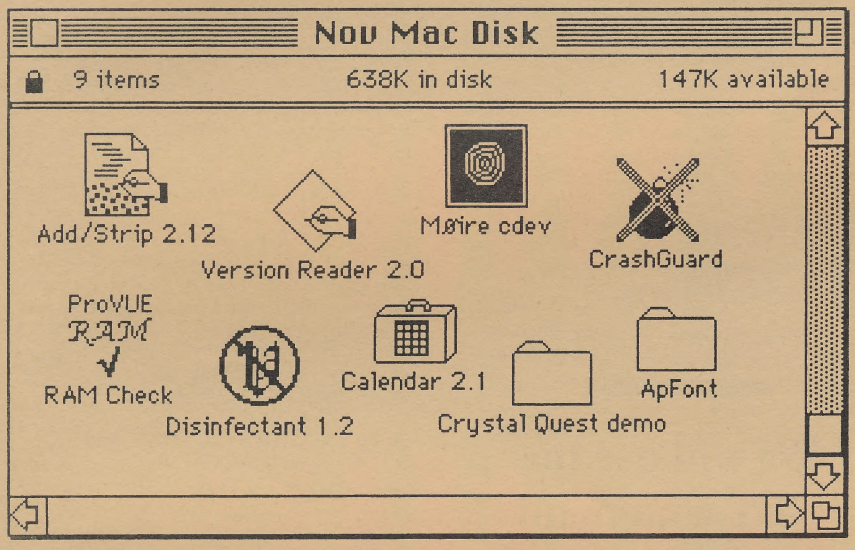
The first disk covers the physics of solar to electrical to mechanical energy and gives you a quize to see what you remembered. Good graphics and annimation and subject presentation!

Disk two gives you the opportunity to build and run your own SUNRAYCER.

Disk three has more information about SUNRAYCER and solar energy.

This three disk set is FREEWARE. Disks one and two are in DOS 3.3 while disk three is ProDOS. All are stand-alone and completely bootable as they are.

Great disks to add to your collection!

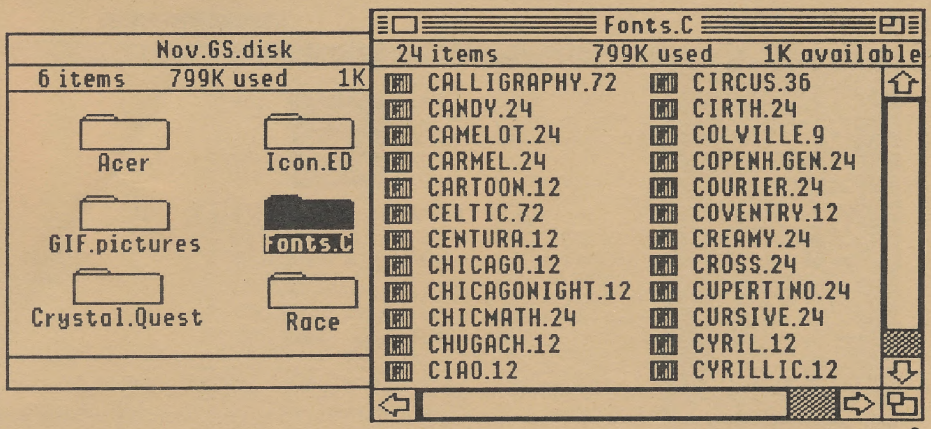


Macintosh – disk of the month

Get yours at the general meeting for only $5 ($7.50 non-members)

Apple IIgs – disk of the month

Get yours at the general meeting for only $5 ($7.50 non-members)



Apple II Programming

BASIC Programming and Your Apple

by Marvin McDonald Jr.

In the last article, we used the INPUT statement to gather the information we needed for our label maker. This method of gathering information has its drawbacks. For one...you cannot type in a comma, or a semi-colon without getting an error message and losing everything you typed in after the comma or semi-colon.

We will use the GET command to gather information in this program. As you will soon see, you have to write a piece of code to enable the GET command to function as you want. WHY?? The GET command can be used by itself to get a character and then continue. Yes, you are quite right..when you see the message...'PRESS ANY KEY TO CONTINUE'...the GET command is being employed to make this work properly. We will study the testing of characters and the concatenating of characters as well to show you how the GET command is used to allow complete flexibility in the gathering of data for the operation of your program. Here is the program we will be studying, line-by-line. If you key in the code, make sure that you key it in exactly as it is listed or you may get some very erratic results.

REMEMBER: If you're going to type in the following program, make sure you have a diskette that has been formatted and has enough room on it to accept the following program. NOTE: Make sure that the diskette is formatted for the type of operating system you're going to be using when you type in this program, or you will be very disappointed when it comes time to save it. It only takes up 3 blocks, so you will not need a lot of room. If you typed in the other label program, then this program will most likely fit on that disk. Put your system master in the drive, turn on the computer, and that will load the DOS or ProDOS operating system into memory so that you will be able to save the program when you have finished typing it in.

Before you start entering the code, make sure that you clear the RAM memory so that you do not end up with corrupted code. This is done by typing NEW and then pressing RETURN.

10 PRINT CHR$ (4)"PR#3": PRINT : GOTO 120
This is the first line of our program. It starts by printing a CHR$(4). Remember, we learned that this tells the computer that the next command is to go to the DOS interpreter. Then the 'PR#3' tells the computer to go into 80-column mode, then print a line feed and, finally sends the program to line 120 to continue to execute the program. WHY do we skip all lines between 10 and 120? Good question! The lines 20 through 110 make up a subroutine that we will use in the program. We will call on this code when we need it.

20 TE$ = "":T$ = ""
Line number 20 is the starting of a subroutine that will be used to gather the information we need for the label. TE$ and T$ are set equal to nothing. This is also known as initializing the variables.

30 GET T$
Now we start the subroutine. The GET statement is now evoked, and we are going to be using the string variable, T$, to hold the keystroke.

40 IF ASC (T$) = 127 AND TE$ = "" THEN T$ = "": GOTO 30
This is our first test of the character in the string variable, T$. We need the ASCII representation of our variable for the test, so we will use the ASC command to get that numeric value. Using the IF/THEN statement, we first get the ASCII of T$ and see if it is equal to 127. 127 is the delete character and is obtained by pressing the delete key. If this is true, we then check to see if TE$ has any characters in it. If TE$ is has no characters in it, then T$ is set emptied and the program is sent back to line number 30 and awaits another key press. This line is meant to keep the cursor from going any further once you have pressed the DELETE key enough times to eliminate any characters you have typed in after the prompt. This maintains the looks of your screen and makes for a cleaner program. (If you're not sure that you understand, then delete the line from the program or else type REM after the line number and then run the program and type in two or three characters and then press the DELETE key 7 or 8 times and see what happens!). If the statement fails, the program drops through to the next line number.

We will use the GET command to gather information

50 IF ASC (T$) = 8 AND TE$ = "" THEN T$ = "": GOTO 30
This line does essentially the same thing as line 40 except it checks to see if you are pressing the LEFT ARROW key.

60 IF ASC (T$) = 127 THEN PRINT CHR$ (8);: PRINT " ";: PRINT CHR$(8);:TE$ = MID$ (TE$,1, LEN (TE$) - 1):T$ = "": GOTO 30
70 IF ASC (T$) = 8 THEN PRINT CHR$ (8);: PRINT " ";: PRINT CHR$(8);:TE$ = MID$ (TE$,1, LEN (TE$) - 1):T$ = "": GOTO 30
Lines 60 & 70 do the same thing except 60 checks for the pressing of the DELETE key and 70 checks for the pressing of the LEFT ARROW key. First the line gets the ASCII of T$ and then checks to see if you pressed the DELETE or the LEFT ARROW key. If this proves true, then the program is told to print a CHR$(8). This causes the cursor to move back one space. Next you will notice that we have a semi-colon placed before the colon. This causes the program to suppress the carriage return and stay on the same line. Next we print a space character...suppress the carriage return and then, finally, cause the cursor to be placed back in the original position. This is how the deleting of a single character takes place.

80 IF T$ = CHR$ (13) THEN RETURN
If all the above statements prove false, the program will reach here and T$ is checked to see if it is equal to a CHR$(13). This is a RETURN character and is generated by pressing the.....you guessed it.....RETURN key. If the statement is true, the user pressed the RETURN key. The program is sent back (via the RETURN statement) to the statement after the GOSUB that called the subroutine.

90 TE$ = TE$ + T$
If line 80 is false, then line number 90 tells the program to take the contents of T$ and add them to the contents of TE$. If TE$ already has some characters in it, then this character will be concatenated onto the rest of them. But if TE$ is null (empty),...then the contents of T$ will be placed in the empty string variable TE$.

100 PRINT T$;:T$ = ""
Line 100 tells the program to print the character to the screen...suppress the carriage return...and then null (empty) the string variable, T$.

110 GOTO 30
Finally, we send the program back up to line 30 to GET another character.

120 TEXT : HOME :D$ = CHR$ (4) : PRINT
This line sets the computer to TEXT mode. Next it clears the screen of any characters and puts the

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cursor in the HOME position (upper left corner). Then it sets the string variable D$ equal to CHR$(4). Last of all, it executes a line feed (prints a blank line).

130 VTAB 3: HTAB 26: INVERSE : PRINT " YOUR NAME Address Label Maker ":NORMAL : PRINT : PRINT

We send the cursor down the screen to the third row with the VTAB command and then to the right, to the 26th column of the screen. Next we set the computer to INVERSE mode so we will be printing black on white. We then print the title of our program. Where I have YOUR NAME, type in your own name, and that will personalize your program. We then do two line feeds using the PRINT statement so that your cursor is positioned two lines down from the title line we just printed.

140 PRINT " NAME: ";: GOSUB 20:NA$ = TE$: PRINT

Now we ask the user to input the information we want on our label from the keyboard. First the prompt is printed to the screen. In the case of line 140 that would be NAME: . Then the carriage return is suppressed (by the semi-colon - see below) and we do a GOSUB 20 to the subroutine. When the user presses the RETURN key (in the subroutine), we come back to the statement AFTER the GOSUB that called the subroutine. The string variable NA$ is set equal to the string variable TE$. REMEMBER that we formulated the contents of the string variable in the subroutine at line 20.

150 PRINT " ADDRESS: ";: GOSUB 20:AD$ = TE$: PRINT
160 PRINT " CITY: ";: GOSUB 20:CI$ = TE$: PRINT
170 PRINT " STATE: ";: GOSUB 20:ST$ = TE$: PRINT
180 PRINT " ZIP: ";: GOSUB 20:ZI$ = TE$: PRINT

Lines 150 through 180 do the same thing as line 140 except a different variable is used each time so that all of the information for the label is gathered.

190 PRINT D$"PR#1"

Now we are going to send the information we have gathered to the printer, so we have to open the slot that has the printer interface card. That should be in slot 1 so we send a CTRL-D to the computer and then a PR#1. Now the slot is open and all information we print with the PRINT statement will go to the printer.

200 PRINT NA$: PRINT AD$: PRINT CI$;: PRINT " ";: PRINT ST$;: PRINT " ";:PRINT ZI$: PRINT : PRINT : PRINT

I put all of these print statements on the same line to show you that you can put multiple statements on the same line. First we print the contents of the string variable, NA$. We then execute a carriage return and print the contents of AD$. After the carriage return, we print the contents of CI$ and you will notice that we have something different now; a semi-colon. We use a semi-colon in BASIC when we want to suppress a carriage return. The printer will not execute a carriage return after printing the contents of CI$, but will stop after printing the last character just to the right of CI$ and wait for the next command. Our next command is to print a space and, here again, we use the semi-colon to suppress the carriage return. Next we print the contents of ST$ and suppress the carriage return. Then we print another space and suppress that carriage return also. We then print the final piece of information to our label which is contained in ZI$. You will notice that we perform a carriage return after ZI$ is printed (NO semicolon will print a carraige return automatically!). We then perform three more carriage returns. This completes our label and leaves us lined up to print the next label. (Mailing labels normally hold 5 lines, with 1 line between them, so we print 6 lines for each label, making sure that the last one is a blank line).

210 PRINT D$"PR#0"

This prints a CTRL-D and then does a PR#0 which turns off the printer card and routes the information back to the monitor only.

220 HOME : PRINT D$"PR#3": PRINT : VTAB 5: HTAB 20: PRINT "Would you like to print another label ?"

We then clear the screen and put the cursor in the home position (upper left corner). Then we activate the 80-column card with a CTRL-D followed by PR#3. We perform a single print statement and then we do a VTAB to row 5 on the monitor screen, and an HTAB to the 20th column, then print the question we want the user to be asked.

230 PRINT : PRINT : INVERSE : PRINT " PRESS: ";: NORMAL : PRINT : PRINT :HTAB 5: INVERSE : PRINT " Y ";: NORMAL : PRINT " Yes...I want to do another label!"

We do two more line feeds down the screen on the monitor and turn on the INVERSE printing.

(NOTE: You will notice that I have a leading space, and a trailing space after the text I want printed in INVERSE. This looks better to me, so I use this method. However, if you wish, you may omit those spaces.)

We then print the word PRESS: and then set the computer back to NORMAL (white on black) printing. Two more line feeds, then we HTAB to column 5, turn INVERSE on again and print our character, a Y. We then set the computer back to NORMAL, and print the explanation of the option.

240 PRINT : INVERSE : HTAB 5: PRINT " N ";: NORMAL : PRINT " No...I want to Quit!": VTAB 8: HTAB 10

We force another line feed, set the computer to INVERSE, and tab over to column 5. Then we print the character we want (N this time), turn inverse off (with the NORMAL command) and print the explanation of the option. We then VTAB down to row 8 and HTAB over to column 10. We actually sent the cursor UP from the previous position, so how come I say down?? Well, whenever you perform a VTAB, the computer starts at the home position (top row, which is row 0) and counts down to the integer specified. In this case the integer is 8, so we send the cursor to the left side of the screen on row 8. The same principle applies to the HTAB feature. When you perform the HTAB, the computer goes to the left-most position of the screen and goes to the position specified by the integer, in this case 10. All of this happens regardless of where the cursor may currently be on the screen. You can see how very handy these two commands are.

250 GET A$

The GET statement waits for input from the keyboard and then acts on it as soon as it receives a character. This statement allows you to cause the program to halt, and then act on a key press immediately after the key is pressed. We are using the A$ variable to hold the information we get from the GET statement.

260 IF A$ = "Y" OR A$ = "y" THEN 10

Here is the first test of what is in the variable, A$. We are using the IF/THEN statement to check the variable. If the variable contains an upper case 'Y' or a lower case 'y' then the test proves true and goes to line number 10 and starts executing the code from that point on. If the statement is false, it drops down to the next line.

270 IF A$ = "N" OR A$ = "n" THEN HOME : END

Here once again A$ is checked to see if the contents are an upper case 'N' or a lower case 'n'. If this is true, the screen is cleared, the cursor is plaoed in the HOME position, and the program is halted. If this is also false, then once again it drops down to the next line number and continues.

280 GOTO 150

This will send the program back up to the GET A$ statement to get another character. This method traps all illegal characters and acts only on those characters specified in the IF/THEN statements.

Well, there you have it. This is...in my opinion...the best method to use for the gathering of information via the keyboard. It will allow you to tailor your routine so that you allow only that input you want, and it allows ALL keys. REMEMBER that this code is not necessarily the best implementation of this routine. Can you think of a better way to implement the GET routine??? Happy Computing!!!!!!

Listing 1

```
10  PRINT  CHR$ (4)"PR#3": PRINT : GOTO 120
20  TE$ = "":T$ = ""
30  GET T$
40  IF  ASC (T$) = 127 AND TE$ = "" THEN T$ = "": GOTO 30
50  IF  ASC (T$) = 8 AND TE$ = "" THEN T$ = "": GOTO 30
60  IF  ASC (T$) = 127 THEN  PRINT  CHR$ (8);: PRINT " ";:
    PRINT  CHR$(8);:TE$ =  MID$ (TE$,1, LEN (TE$) - 1):T$ =
    "": GOTO 30
70  IF  ASC (T$) = 8 THEN  PRINT  CHR$ (8);: PRINT " ";:
    PRINT  CHR$(8);:TE$ =  MID$ (TE$,1, LEN (TE$) - 1):T$ =
    "": GOTO 30
80  IF T$ =  CHR$ (13) THEN  RETURN
90  TE$ = TE$ + T$
100  PRINT T$;:T$ = ""
110  GOTO 30
120  TEXT : HOME :D$ =  CHR$ (4)
130  VTAB 3: HTAB 26: INVERSE : PRINT " Marv's Address Label
     Maker ":NORMAL : PRINT : PRINT
140  PRINT " NAME: ";: GOSUB 20:NA$ = TE$: PRINT
150  PRINT " ADDRESS:  ";: GOSUB 20:AD$ = TE$: PRINT
160  PRINT " CITY: ";: GOSUB 20:CI$ = TE$: PRINT
170  PRINT " STATE: ";: GOSUB 20:ST$ = TE$: PRINT
180  PRINT " ZIP: ";: GOSUB 20:ZI$ = TE$: PRINT
190  PRINT D$"PR#1"
200  PRINT NA$: PRINT AD$: PRINT CI$;: PRINT " ";: PRINT
     ST$;: PRINT " ";:PRINT ZI$: PRINT : PRINT : PRINT
210  PRINT D$"PR#0"
220  PRINT D$"PR#3": PRINT : HOME : VTAB 5: HTAB 20: PRINT
     "Would you like to print another label?":
230  PRINT : PRINT : INVERSE : PRINT " PRESS: ";: NORMAL :
     PRINT : PRINT :HTAB 5: INVERSE : PRINT " Y ";: NORMAL
     : PRINT " Yes...I want to do another label!"
240  PRINT : INVERSE : HTAB 5: PRINT " N ";: NORMAL : PRINT
     " No...I want to Quit!": VTAB 8: HTAB 10
250  GET A$
260  IF A$ = "Y" OR A$ = "y" THEN 120
270  IF A$ = "N" OR A$ = "n" THEN  HOME : END
280  GOTO 250
```

Apple II
Software review

Graphit

by Jim Wellman, NWAP member

Product name: Graphit

Machine:][e,][c, w/128+k

Produced by:
Timeworks, Inc
444 Lake Cook Road
Deerfield, IL 60015-4919

EXTRAS: Color Monitor Recommended Optional, Imagewriter II needed for color graphs, and mouse.

Description

Graphit is the newest addition to the Timeworks Platinum Series of software!

Probably the most striking features of Graphit are its ability to recognize most RAM cards and print color graphs!

You'll also find that Graphit supports nearly 60 interface cards and over 60 printers without special codes as they are provided with the software! The first time you use Graphit you will need to specify this information and you will not need to change it unless you change your hardware!

You can use Graphit from 3.5" or 5.25" media which are provided in the package. One of the first things I always look for in any software package is the ability to make backup copies. Graphit is easily copyable with any ProDOS based program! Also, Graphit is easily installed on your hard drive or RAM disk and it allows you to use either the mouse or keyboard for movement within the program.

You'll find that Graphit will make column, stacked column, bar, line, line/column, area, pie as well as 3-D charts within 10 seconds!

You also have the ability to choose color display or printing! You can select the printing format to either vertical or horizontal, normal or double height, and regular or double strike!

Unfortunately, as with any program, Graphit does have a couple of limitations. First you can graph a maximum of 400 pieces of information. Now that may or may not be a limitation. As an example if you were tracking the daily sales of 5 employees you would find that for any given month that would be equal to 131 entries which would be very adequate. However, if you were trying to track the same employees for a quarter you would run out of cells for this information! One other consideration is that once you have determined the size of your chart you can not change it! If you find that you have set up too many or to few cells you will need to make another chart with the correct size.

Also, I found that Graphit's printing quality on the rough side even for the Imagewriter printer when printing pie charts. On the other hand printing column, bar, or line charts you'll find that Graphit is very good!

For entering data in your chart you have two choices: Importing AppleWorks text file or manual data entry. When you have finished with your spreadsheet in AppleWorks and are ready to chart that information you must print the data by using the Open Apple P key and then print it as a text file. To make Graphit work for you at this time you must remember the number of columns and rows that were transfered from the spreadsheet to Graphit. Another really good feature of Graphit is it will allow you to import any text file from VisiCalc, Multiplan, AppleWriter, etc, so long as you observe the rules in Graphit!

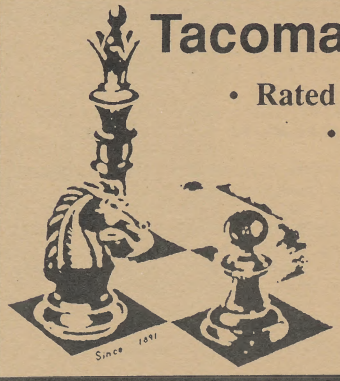
Chapter 4 of the documentation goes in to great detail about selecting your chart from the provided data so you can make the best presentation of that information!

On of the biggest plusses for Graphit is its ability to be printed in Publish.It documents! You must note, however, that the chart will be printed only in Black and gray shades and not in color! But, you will have the impact of the chart in your newsletter or sales letter.

I am going to do reviews on TimeOut's Graph program and a shareware program called SOFTGRAPH and then do a final comparison of these three to let you make the desicion as to which one you feel is best for you. These other reviews will be published in future issues of Compunik.

Stop by the library and you will see printouts from Graphit as well as a sample newsletter from Publish.It 2.0 that was promised last month!

Print color graphs!



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Computer Graphics

What is GIF?

from Compuserve

Introduction

CompuServe has developed a new Graphics Interchange Format (GIF) designed to serve a wide variety of graphics needs both within the CompuServe product environment and as a universal standard by which graphics can be exchanged between any parties through a network. This document serves as a simple explanation of what GIF is and of what it is capable.

What is GIF?

GIF (pronounced "Jif") is a mechanism of storing high-quality color graphics images in a way that can be exchanged between users of different hardware. For example, it allows images created on an Atari ST to be displayed on a Commodore Amiga or any Apple computer, and vice versa. The GIF format allows for very high resolution, full color images that can be used in any application that requires the display of graphics information.

For what kind of images can GIF be used?

GIF images can be part of, but not limited to, the following applications:

- Full color associate photo board
- Business charts and graphics
- Merchandise catalogs
- Technical documentation
- Schematic diagrams for field service personnel
- Color radar maps
- Medical illustrations
- Art gallery
- Exchange of user-created images

How much resolution can an image have?

In terms of pixels, or image dots, GIF is capable of defining images of over 16,000 by 16,000 individual dots. This compares with the average microcomputer screen of 320 by 200 pixels. Even laser printers are generally limited to about 2000 by 3000 pixels. GIF technology is adequate for graphics applications for years to come.

How many colors can a GIF image have?

Any GIF image can have up to 256 simultaneous colors contained within it. Each individual color can be defined out of a possible set of 16 million colors, making photographic-quality images possible.

Does this mean an Apple cannot display GIF images with 256 colors?

All GIF images can be processed by all GIF software. The software is designed to make the best use of a specific hardware's capabilities with regard to colors. A best match is made between a desired color in the image and the possible colors the hardware can display. Generally, detail of an image will be lost, but it should still be recognizable. On the other side, any image originating from an IBM machine should display exactly on a more capable microcomputer.

Images of over 16,000 by 16,000 individual dots

How large are the image files in GIF?

This will vary a great deal depending on the number of colors present, the size of the image, and the amount of detail present. GIF uses a sophisticated compression method that reduces the file size to between 1/2 to 1/8 of the original file size of the image. This means that even complex images can be economically downloaded. An example is an Atari ST image file of 320 by 200 pixels and 16 colors requiring 32,000 bytes on the Atari, but might only require 8,000 bytes in GIF format, a space savings of 4 to 1.

What micros can support GIF?

Currently CompuServe has developed software for a number of microcomputers to display or create GIF format files. Additional hardware will be supported as time goes on. The GIF standard document will be made public, and third party authors will be encouraged to create additional GIF software for other hardware. Machines supported currently include:

- Apple II family
- Macintosh family
- IBM-PC/MS-DOS family with CGA or EGA graphics boards
- Commodore Amiga
- Atari ST

The software files can be found in the appropriate hardware FORUMS and in the Picture Support Forum (GO PICS).

Where are the GIF Files that can be Displayed?

Currently many GIF files are available in DL2 of the Picture Support Forum. Each appropriate hardware forum will also accumulate GIF files as time goes on. The CompuServe FORUM software has a GIF file type established for uploads of GIF image files.

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AppleWorks

Beagle Buddy Notes

By Kent Hayden, Beagle Buddy for the NorthWest Apple Pickers

For all of you who had to wait so long for your updates of the TimeOut software, there is good news and bad news. The good news is that most of the updates are now available; the bad news is that the DeskTools disks are not available for update yet. When things did arrive, I started all the updates as fast and furiously as possible. I have been advised that the DeskTools I an II updates should be available soon, and I do expect them in before you read this column, but you know how good that forecast has been in the past.

If you want to leave your DeskTools disks with me, I will update them when I have the new ones available and either bring or mail them to you as soon as they are done.

MacroTools I and II have been replaced, at least as far as AppleWorks 3.0 is concerned, and the replacement is not yet ready for market. MacroTools disks are still good with any version 2.x copy of AppleWorks, however. A new MacroTools 3.0 will be released later. At this time, there has been no upgrade policy announced. Since most of the "goodies" on MacroTools I and II are incorporated into either AppleWorks 3.0 or UltraMacros 3.0, I expect that the new stuff will be considerably different, making the purchase well worth your while though.

For those of you who received updates to TimeOut UltraMacros on a 5.25" disk prior to the 22nd of October, please see me to get a new update. I had to build the disks from scratch from the files sent to me by BBros, and I inadvertently made an error in the construction of the disk. I need to check to make sure you got all of the files on the correct side of the disk I updated for you. (There are only a couple of you out there.)

UltraMacros has been changed (in the 5.25" disk version) so that there are two disks. One is for use with AppleWorks 3.0, the second is for AppleWorks 2.x. I would like to make sure that you have BOTH versions of the 5.25" disk. There are new features available in the new TimeOut installation, and just copying the Install.System from the 3.5" disk doesn't work for the 5.25" version. Also, most of the files and sample programs on the UltraMacros disk have been changed.

The TimeOut program has been changed, you can now have an unlimited number of TimeOut applications on your disk. The program automatically adds a second screen for any in excess of 30 which you may have. There is an automatic installation feature, which makes it much easier to install and use your TimeOut applications. You don't even have to understand ProDOS pathnames any more! And there are new features included in UltraMacros 3.0 as well!

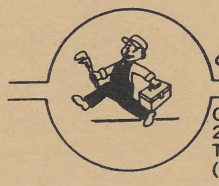
You can now have an unlimited number of TimeOut applications

You really should update your TimeOut applications, even if you don't plan to upgrade to AppleWorks 3.0! There is increased power available in all of the applications each time there is an update. And best of all, there is no charge for the update if you present your original disk to your local Beagle Buddy (me) for update! BBros appreciates having you use the services of your local BBud as well, it actually saves them time and money!

Speaking of Beagle Buddies, don't forget that Jim Wellman, our club Software Librarian is also a Beagle Buddy! Jim doesn't have a 3.5" drive at this time, so he cannot update 3.5" disks, but he can do the job for you on the 5.25" disks. Also, Jim is an excellent source of information about any problems or questions you may have about AppleWorks or TimeOut software.

I have one request from the Beagle Bros to relay to you. When you register any new BBros software, please mention either Jim Wellman or me by name on the registration card. This will help BBros in evaluating the effectiveness of the BBud program, and ensure that you continue to have the BBud service and advice available on a continuing basis.

Now just rambling along, I wanted to mention some newly discovered (by me, at least) "undocumented features" of AppleWorks 3.0 (we can't say "bugs", can we?). There are four that have come to my attention which I particularly want to mention. None of these are "fatal", but they can be annoying if you aren't aware of them and take action to circumvent them.



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First, you cannot print more than one copy of a data base report at a time! I know the program will allow you to call for up to 255 copies (would anyone really do that?), but if you try to print more than one copy of a data base report, the second and subsequent copies will come out garbled and unusable! I haven't experimented much with this, but it seems to be a problem only if you don't expect it.

If you use the Open-Apple-K command to calculate page breaks in the Word Processor, and then you make ANY kind of formatting command using the Control-x commands, such as Control-P to insert a New Page command, the cursor will jump to the top of the word processor file! The command will take effect, but you will have to hunt for where you were in the document again to continue. THis can be a bit unnerving, especially if you have a long document and are quite a few pages down in it. The work-around is to do SOMETHING, ANYTHING to remove the page breaks from the screen BEFORE you issue the formatting command — Insert a space and delete it. That way the cursor will remain where you want it without jumping to the top of the file.

Next, do not disturb the default printer settings which come with the AppleWorks 3.0 program! If you are not an ImageWriter printer owner, install your printer as an additional printer rather than tinker with the default printer as contained in the ImageWriter setup. If you have altered the default printer, copy a new SEG.PR file onto your disk (disk 1, if you are a 5.25" user). Even if you think you have restored the printer settings to what they were, it is best to start over. Failure to follow this caveat may cause you all kinds of strange problems with your printer!

Isn't this fun? These "undocumented features" could possibly be fixed by one of our favorite software companies in the near future. I don't know for sure, but I think it would take a simple patch to do a fix in each case. Are you listening Randy Brandt and Mark Munz? It sure would be nice!

There is one other "undocumented feature" which I have become aware of that I wanted to pass along. This one could cause you some real grief if you don't know about it!

AppleWorks 2.x and prior used a method of saving a file to disk which is different from that used by AppleWorks 3.0. There were some problems on occasion with the old "save" routine, so it was changed for AppleWorks 3.0.

Using AppleWorks 2.1, when you saved a file to disk, a file called APLWORKS.TEMP was created on disk, then the old file was deleted, and the new file renamed to whatever the old file was named. That is why you could press Escape to cancel the save, up to a point, and then that message disappeared from the screen during the last part of the save.

AppleWorks 3.0 creates a file called FILE-NAME.00000 (substitute your own file name, and yes, there are five zeros in that string!)

There is increased power available each time there is an update

when you save a file to disk. The program then tells ProDOS to delete the old file and rename the new file FILENAME. This overcomes one of the problems associated with file saves and is actually more efficient.

The problem arises when you are attempting to save a file to disk, and the original file is locked! ProDOS can't delete the locked file, and it then can't rename the file xxx.00000 to the old FILENAME. But what may happen is that you will not thereafter be able to access ANY of the files on that disk/directory! Wow! This is a serious one!

If this happens to you, don't panic! The problem is curable! You will not be able to get at the files on the disk with ANY version of AppleWorks! You can see the "phantom file" xxx.00000 in the catalog with Copy II Plus (but not with any other file utility program). Using Copy II Plus, you can un-delete the xxx.00000 file and then rename it, after unlocking or deleting the "old file". Call me or someone you know who has Mr. Fixit or Bag of Tricks II and we'll help you recover your files if Copy II Plus doesn't do the job for you.

The work-around is simple. While we wait for Claris to fix this problem (and they will eventually), you should take steps to rename any locked file when you load it onto the desktop. (You can tell a locked file when you see it in the disk directory, it will have a little "*" to the left of the file name.) Then, when you save the file, there will be no conflict with file names, and the problem will not occur. A word to the wise, as they say...

Good luck, and happy computing all you AppleWorks and TimeOut users!

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Board Happenings
by Doug Attig

This is a new column designed to keep everyone in NWAP aware of the Board's activities and plans. It will be a regular feature of the newsletter, and will be written by myself or another Board member.

The September meeting produced some major decisions. The Board voted to establish a Fair SIG. We have participated in the Puyallup Fair for three years now, and every year there is a big problem getting people to staff our booth. The purpose of the Fair SIG is to develop our display for next year. Then, in early 1990, the hardware and software that we will be using at the Fair will be presented at a general club meeting. We hope this stimulates folks to participate in the Fair, and convinces them that THEY, TOO can run the software we'll have there. Next year we hope, for instance, to have a real live bulletin board for demonstration! The Fair SIG chairpersons are Marvin McDonald, Murray Lieberman and myself. If you are interested in being on the Fair SIG and helping to develop our display, please contact one of us.

The Board also reviewed progress made toward obtaining 501(c)3 status with the state. This will enable YOU to deduct your dues and contributions (contributions???) from your income taxes. It will also enable the CLUB to solicit donations of hardware and software more easily, since the donor will be able to deduct their value. Most of the legwork for obtaining this status has been done by Cindy Anderson and Kent Hayden, and should be completed within the next couple of months.

We also studied our financial status (which we do monthly, of course). At the present time, NWAP is in great shape! The newsletter is paying for itself, and new memberships and renewals are at an all-time high.

Finally, we reviewed upcoming capital expenditures. We are now in a position to pursue purchase or lease of two major items we have desperately needed:

We will be purchasing a device to project monitor displays onto a wall or movie screen. Those of you who were at our last meeting witnessed a demonstration by one company of their products. This should GREATLY enhance everyone's enjoyment of the general meetings and SIGs. We have wanted to buy such a device for 4 years, but our financial status and then-poor technology forced us to wait.

Our other major expenditure will be a new hard drive for the club bulletin board. The board (Unicorn) is now running on a 5-megabyte ProFile loaned to us by Member #0, John Stokes. It is approximately 6 years old, and was one of the first hard drives ever made for the Apple][and Lisa. Five megs at that time was almost infinite memory! Now you can buy 3 or 4 times that built into your computer. This poor old drive is full, it's making funny noises, and is about to die. We need MUCH more storage space to hold the software files you download, especially considering the size of the newer Mac and GS files. The cost to repair such a drive is MORE than the cost to buy a new 40-megabyte drive! We are looking at various drives and options, and you will hear more about this in future columns.

On behalf of your Board, I hope you find this column interesting and informative. Remember: EVERYONE is invited to attend Board meetings. If you have a suggestion or problem, feel free to join us. We meet the first Sunday of each month. Location varies, but any Board member can direct you to a meeting if you'd like to attend. We'd like to have you!

Home Security

Continued From page 1

e. Like folks who don't have time to properly secure their home or place of business. Security is not convenient, and it takes effort on your part. Don't be the one saying, "If only I had . . ." after the fact!

There are many effective ways to secure your doors and windows without spending a great amount of money:

a. Lock your windows. Make sure they are tightly in place. Sliding windows that can be raised and taken from the frame can easily be secured by placing a piece of wood doweling in the slot over the top of the window without affecting the operation of the window. Inexpensive locks are available to place on the window track to preclude the window being forcibly slid open. Windows with wooden frames can be effectively locked by drilling a hole through the inner and outer frames and placing a large nail or pin in the hole.

b. USE your door locks. Deadbolts cannot be effective unless locked. It's convenient to lock the door by pushing or turning the button on the knob and slam it shut behind you. However, using the key to LOCK the deadbolt affords a fringe benefit - you can't lock yourself out since you must have your key with you!

I've barely scratched the surface on this subject. Give it some thought, and look around your place and at your practices. If you're unsure, many locksmiths will check for you, for little or no charge. It is better to be safe than sorry.

Apple IIgs SIG

Continued From page 2

about 2-3 months now called the GOPHER HOLE at 584-3320. Due to modem difficulties it will only be supporting 300-1200 baud calls until mid November.

QUALIFICATIONS: I'm very knowledgabe in BASIC and DOS 3.3, have a good understanding of 6502 assembly (quickly leaning 65816 and ProDOS), and familiar with MBASIC, GWBASIC, & MSDOS. I've been working in electronics and computers for about 10 years and should be able to assist anyone who needs help installing or setting up new hardware or software. I hope to see all of the IIgs users at the next meeting scheduled to be held at the Redeemer Lutheran Church at 1001 Princeton in Fircrest from 11am - 1pm.

AppleWorks SIG

Continued From page 2

participate <grin, grin>. The important thing was that the AppleWorks 3.0 compatible TimeOut software is finally available! All of us are glad to have it!

Next meeting of the AppleWorks SIG will be at the general SIG meeting now scheduled for Saturday, November 18, at 11:00 until the cows go home (about 2:00 PM) at the Redeemer Lutheran Church in Fircrest, located at the intersection of Alameda and Regents Blvd. The address is actually 1001 Princeton, and that is a mystery how it can be that while located at another intersection! Come on out and find the answer!

And for goodness sake, bring your computer along if you want the maximum out of the SIG meetings! It's much more fun and instructive to do things on your own computer, although not necessarily mandatory. Bring your TimeOut disks too, I'll update them as fast as I can.

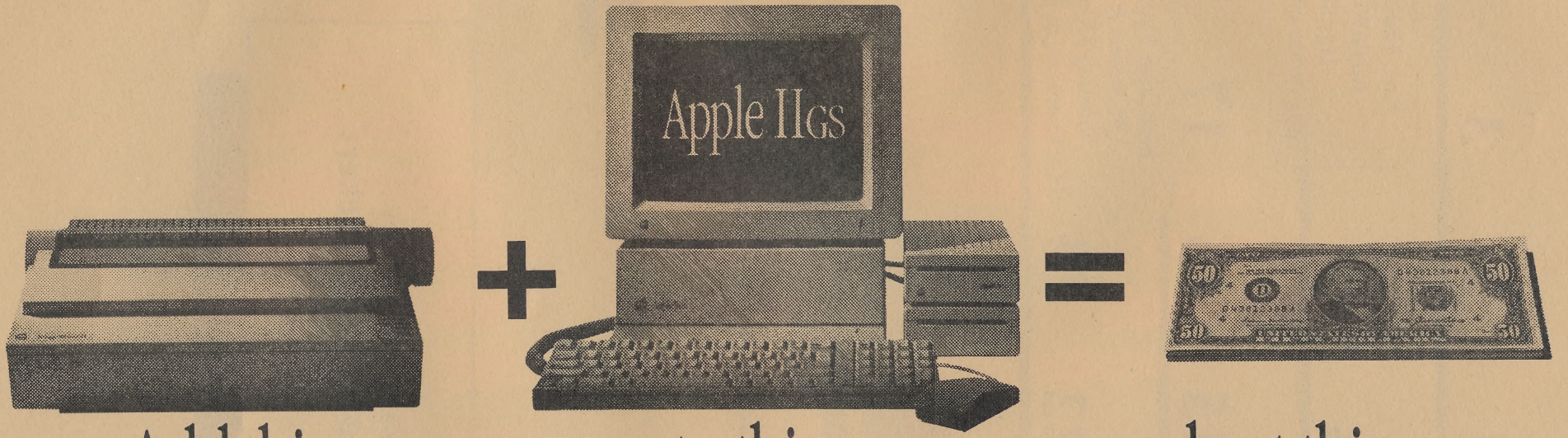
Puyallup fair SIG

Continued From page 2

to our users group and have formed a SIG, Special Interest Group, to see to the effort for 1990. Dr. Doug Attig and Murray Leibermann and myself are leading the SIG group and will be calling upon the membership to start helping us prepare for the 1990 effort soon. This next year will be our best effort and will bring even more people into the group as members.

The first meeting of the Puyallup Fair SIG will be announced soon and in February of 1990 we will be holding our first meeting of the year and start putting together the 1990 effort. YOU ARE ALWAYS INVITED TO THE MEETINGS AT GODFATHERS. Here is wishing you all the very best of the Thanksgiving holiday and maybe you could eat an extra slice of turkey for Marv.

New Math.



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November

			1	2	3	4
5	6	7	8	9	Nov. 18th 11 a.m.. AppleWorks & IIgs SIGs 1001 Princeton, in Fircrest	
12	November 12th 7:00 p.m. General Meeting **Computer Security** Apple II, IIGS, Macintosh sigs Lakewood Library		15	16	17	18
19	20	21	22	23	Nov. 18th 1 p.m.. Education & Gaming SIGs 1001 Princeton, in Fircrest	
December 10th 7:00 p.m. General Meeting **Local vendor fair** Apple II, IIGS, Macintosh sigs Lakewood Library			28	29	30	

January 14th 7:00 p.m. – General Meeting
Computer systems for the disabled
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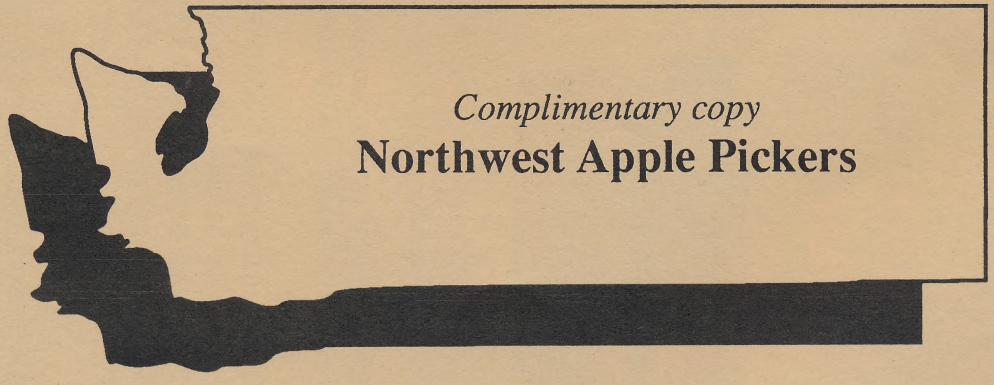

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